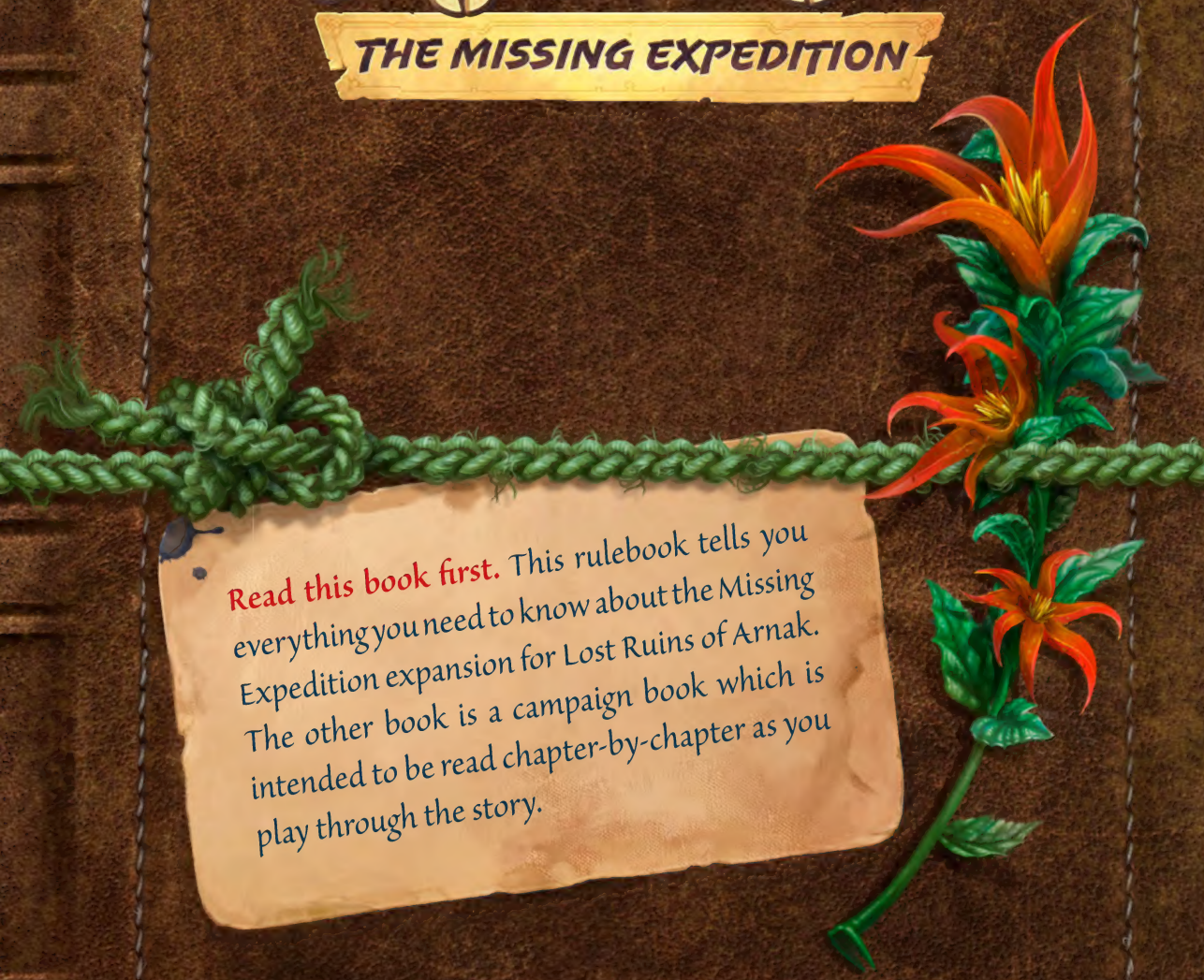
LOST RUINS OF ARNAK

THE MISSING EXPEDITION



Read this book first. This rulebook tells you everything you need to know about the Missing Expedition expansion for Lost Ruins of Arnak. The other book is a campaign book which is intended to be read chapter-by-chapter as you play through the story.

MÍN & ELWEN

Using This Expansion

This expansion is designed to be used in 2 ways:

Play a Standard Game

Mix the new cards and tiles into your base game and play a standard game for 1 to 4 players.

This expansion's components are marked with this symbol. Even if you mix them into a standard game, you will still be able to play the campaign later.

Play the Campaign

Keep this expansion's components separate from the standard decks, and play a six-chapter campaign as a solo player or two-player co-op.

Expand the Standard Game

21 items

13 artifacts

4 assistants

3 guardians

8 idols

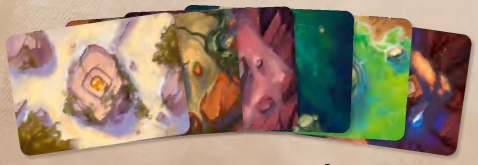
New Sites

The 5 new site tiles give you the option to use the campaign's encounter cards in the standard game. **Do not use these new site tiles in the campaign.**

4 level sites

1 level site

Encounter Cards from the Campaign

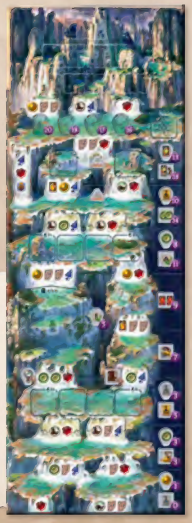


56 encounter cards

2 waterfall tiles

New Research Tracks

The new research board has two new research tracks. They are used in the campaign, but you can also use them in a standard game.



Expedition Leaders

This expansion includes two new leaders with unique abilities.

These can be combined with the leaders from the *Expedition Leaders* expansion. If you don't have that expansion and you want to try leaders in a standard three- or four-player game, see the rules for two more simple leaders on page 10.

The campaign is designed to be played with leaders. You can use any leaders from this expansion or the *Expedition Leaders* expansion.

JOURNALIST

4 newspaper tiles
15 article tokens

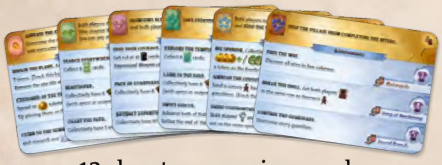
MECHANIC

monkey assistant
8 gold widgets

2 random-role tokens

assemble the board as shown

Campaign Only



12 chapter overview cards

fog / tide tile

2 pigeons

research rewards overlay

4 archaeologist figures in red color

pad of campaign sheets

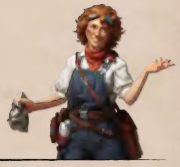
Expedition Leaders

Expedition leaders were introduced in the previous expansion *(Expedition Leaders)*. If you already know how to use them, you can skip ahead to the individual descriptions of the Mechanic and the Journalist.

If you don't have the *Expedition Leaders* expansion, page 10 shows you how to make 2 simple leaders that will allow you to compete with the Mechanic and the Journalist in 3- or 4-player games. You can also use the simple leaders in the 2-player or solo campaign when you want to keep things simpler.

JOURNALIST – He has come to Arnak to get the story! His articles give him a unique way to benefit from discoveries.

MECHANIC – A skilled engineer with a passion for gears. She's building a huge machine with help from a furry friend.

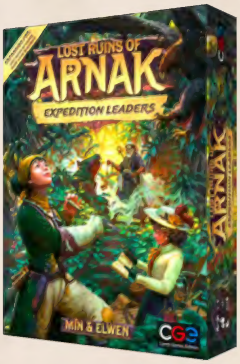


Use these tokens if you want to choose a leader randomly.

About the *Expedition Leaders* expansion

Expedition Leaders is another expansion for *Lost Ruins of Arnak*. It includes:

- 6 leaders giving each player a unique ability
- 2 new research tracks
- 30 new items & artifacts
- new sites, guardians, assistants and more!



You can play *The Missing Expedition*, either the campaign or the standard game, with or without the *Expedition Leaders* expansion.

Find out more at **www.cge.as/expedition-leaders**

Player Setup

Each leader has their own board and cards that replace the player board and basic cards from the base game. Take the board and the starting cards that belong to your leader. You will also need 2 *Fear* cards, as usual.

Use the archaeologist figures and research tokens from the base game.

Each leader has special setup rules with leader-specific components:

JOURNALIST:

MECHANIC:

Once your boards are set up, play order and starting resources are determined normally. Each expedition leader is explained in detail on the following pages.

Blue Idol Slot Effects

Expedition leaders have unique idol slot effects in addition to the five that were also available in the base game.

Your unique idol slot effect can be used only when you place the idol in a blue slot.

When playing with the expedition leaders, **you are not required to use idol slots in order.** So you can use a blue slot even before the normal slots are filled.

The five usual idol slot effects can be used with any of your idol slots, even the blue ones.

The Journalist

~~Team Finds Lost Temple~~ Lost Temple Found!

Cries of joy rang through Arnak's jungle today when the Arnak expedition discovered a glyph-bedecked ~~arch~~ gateway leading to a long-abandoned temple.

Preliminary Findings

Journalists don't mind writing stories before all the facts are known. When researching, your notebook is allowed to go one row higher than your magnifying glass (but no farther).

As a reminder, start with your notebook stacked on top of your magnifying glass.

Reporting

Reporting has one of the three effects depicted in the table. Your options depend on how many articles you have written (whether or not they are published yet).

- If you have written 0 or 1, gain .
- If you have written 2 or more, you may choose either the or the .
- If you have written 5 or more, gain .

Starting Cards

Article Setup

Place 1 article token below each or site, as shown. Place 2 or 3 article tokens in the notches in your board. (Use 3 only in a two-player game.) These are feature articles you can write using your *Investigation* card.

Newspaper Setup

Randomly select 2 of the 4 newspaper tiles and insert them with a random side up. Return the other 2 to the box.

Writing Articles

When the game starts, your articles are at sites or in notches above your board. They are not available for use. You must **write** them first.

Writing a site's article is a free action. Its cost is **one** of the travel values shown at the site. (For example, you can pay or if the site's cost is .) **You must have an archaeologist at the site to write its article.**

Reminder: Extra travel values are not lost until the end of your turn. If you pay to go to a site that costs only , you can use the leftover to write the site's article.

The feature articles, in notches above your board, can be written only by using *Investigation*.

Once an article is written, keep it on your supply crate until you decide to publish it.

Publishing Articles

Articles you have written can be spent on the actions depicted on your newspaper tiles. When you decide to use the action, place the article on it. That action and that article cannot be used again.

As usual, if it's not marked as a free action, you perform it as the main action of your turn.

On each newspaper, you must fill the top row before you can use the middle row, and you must fill the middle row before you can choose the bottom action. Currently available actions are marked as (1) in the example above. Note that it's okay to publish multiple rows on one tile while ignoring the other.

However, there is a reward for publishing all 4 articles in the top row – it makes that row's blue idol slot available (2). Similarly, the second row's idol slot is available only if all articles in that row have been published.

The Mechanic

Hand me the three-quarters. ... No, that's a screwdriver. I want a wrench. ... No, that's seven-eighths. I want three-quarters. Three-quarters. ... Yes! Yes! Good monkey!

Setup

Shuffle the 8 **gold widgets** face down and divide them into 4 pairs.

Keep 1 pair face down beside your board. This pair is for your *Teamwork* card. Place the other 3 face down on spaces I, III, and V of the card row.

You will get Rusty the monkey at the beginning of round III. Place the monkey assistant on space III of the card row to remind you.

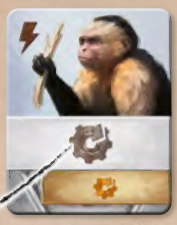
Starting Cards

Tinkering

Tinkering has one of the three effects depicted in the table. Your options depend on how many gold widgets you have in your machine.

- If you have 1, you gain .
- If you have 2, you may choose the option above, or the .
- If you have 3 or more, you may choose , or any one of the options above.

Rusty



You gain this assistant at the beginning of round III. You can also gain assistants the usual way, which means you may end up with 3.

Rusty can be used and refreshed just like any other assistant, however he cannot be replaced, exchanged, or discarded by any effect. He always belongs to the Mechanic.

Adding a Gold Widget

After drawing cards at the beginnings of rounds I, III, and V, reveal that round's pair of gold widgets, choose one, and place it in any empty space in your machine. Return the other widget to the box.

Your *Teamwork* card allows you to add 1 widget from the extra pair, beside your board.

The Machine

Your machine is a big wheel with 4 silver widgets and spaces for 4 gold widgets. It starts the game with the and effects on top, as shown above. As a reminder, there is an arrow in the center of the wheel; it points up.

This effect – found on your cards, on your monkey assistant, and in your blue idol effect – means you rotate the wheel 90 degrees clockwise, then **choose 1 silver widget effect** from the 2 that end up on the right.

This effect also rotates the wheel 90 degrees clockwise. Then check the gold widget space that ends up on the right.

If the gold widget space is empty, **choose 1 silver widget effect,** just as you do with the silver-gear effect.

If there is a gold widget in the space that ends up on the right, choose the effect of **either that gold widget, or both adjacent silver widgets** in either order.

Prospector and Traveler

Here are 2 simple leaders you can make using only components from the base game. Use the board and pieces from the base game and replace your starting cards with those shown here. You won't have blue idol slots or special abilities, but these cards will give you the advantages you need to play the campaign or to play a 3- or 4-player game against the Mechanic and Journalist.

New Sites

These sites can be shuffled into the regular stacks. They let you draw encounter cards. Remove these sites from the stacks when you play the campaign; it uses the encounter cards differently.

Each new site has an effect that tells you to draw and resolve the top encounter card from a particular deck.

Note that the encounter cards may have some minor spoilers for the campaign.

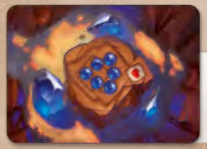
Encounter Cards

You can leave the decks of encounter cards in the box until they are needed. If a site using an encounter deck is revealed, take the deck from the box, shuffle it, and place it beside the board near the site.

Monkey Cave
Two monkeys squabble over a feather. An ominous cave may hold more treasures, but the monkeys warn you to stay away.
Explore the cave.
Befriend the monkeys.
and put the item directly into your hand.

When you resolve an encounter card, you pick one of the two options:

- If you choose the effect on the left, resolve it immediately. Then discard the card.
- If you choose the effect on the right, you keep the card by your board. If the effect has the ⚡ symbol, you can use it just like any free action (even immediately). If it is not a free action, you can use it only as the main action of your turn. Either way, discard the card after use.



Chapter Six cards are used only in the campaign.

These symbols are for the campaign. They have no effect in a standard game.

Waterfall Temple

Flowing, splashing, always shifting,
the water blocks our way.

To play with the Waterfall Temple, simply place it on top of the research track on either side of the original board.

New Draw Effect

This is just like a effect, except you draw the card from the bottom of your deck.

The Shortcut

Your magnifying glass can take this shortcut and move directly to the temple. To pay the idol part of the cost, give up an unused idol.

Hidden Site

An archeological wonder lies hidden behind the waterfall. During setup, deal random level sites face down to the site space, one site per player.

During play, only your magnifying glass may go to the site space. Your notebook must move through the spaces on the right. It can move to these spaces even while your magnifying glass is still on the site (and the Journalist's notebook can move to the row above the site). When your magnifying glass reaches the site space, look through the site tiles, select one, activate it, and place it on the bottom of the regular site stack.

For solo rules, the rival expedition discards the top site when they reach this space.

The Cataracts

During setup, place waterfall tiles to cover these two costs. Covered costs do not apply. Each time the space above is researched, slide the tile to cover the old cost and reveal the cost that applies next time.

Tree Temple

The tree bears the marks of rituals from long ago. How could any living thing be so ancient?

Setup

- To play with the Tree Temple, simply place it on top of the research track on either side of the original board. We recommend the Snake Temple side because its sites have more interesting travel costs.

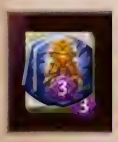
-

Before dealing idols to sites, make two small face-down stacks of randomly chosen idols, with one idol per player. Place the stacks on the marked spaces, face down. No one will know what is in a stack until they reach that space with their notebook.

Idol Chambers

The Tree Temple gives you two chances to perform an ancient ritual. When you reach an idol chamber with your magnifying glass, you may place one of your unused idols in one of the slots in that space to gain the reward depicted in the slot.

Players who arrive later will not be able to use slots occupied by idols played earlier. Idols in slots on your board cannot be moved to the idol chamber. If you have no idol to offer, you gain no benefit from the idol chamber and the opportunity to use it is lost.


When you reach an idol chamber with your notebook, look through the idols in the stack, select one, and return the others face down. Gain the chosen idol's reward immediately, as well as the idol itself.

Other Mysteries

You can find interesting items of Arnak lore even before you reach a temple.

If you have a research token in this row, your Research action can be used to gain a 2-point temple tile instead of advancing a token. Pay the usual cost.

If you have a research token in this row, you can research 2-point or 6-point temple tiles.

This door will not open for just anyone. As part of this cost, you must exile an artifact from your hand or play area.

When your magnifying glass reaches this row, you may refresh one of your face-down guardians. Flip it face up to make its boon usable again.

When your magnifying glass reaches this row, you may immediately use the effect of any face-up idol on an undiscovered site. If there are no face-up idols, then this has no effect.

When you place an idol here, you may buy an item with a discount of . Then you may draw a card from the bottom of your deck. Note that this means you may immediately draw the card you just bought.

New Idols

This expansion includes several new idols. Just mix them in with those from the base game, whether you are playing the campaign or not. In particular, you will need these additional idols to set up the Tree Temple.

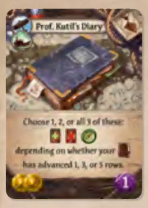
To resolve this idol's effect, take one of the 2-point temple tiles from any of the three stacks in the temple. You do not pay any research cost. If all the stacks are empty, this idol has no effect.

Solo Game

In the solo game, the rival always scores 3 points for the first idol of a certain type and 2 points for additional idols of the same type. This is true even for idols that are not printed on the rival's board.

Notes on Specific Cards

Prof. Kutil's Diary



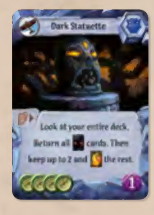
For example, if your notebook token has advanced 3 rows, you get to choose 2 of the 3 options (but you can't choose the same one twice). If you choose to draw a card, you are allowed to look at it before making your second choice. On the Waterfall Temple, your notebook's path bypassing the hidden site is two rows (even though the hidden site is only one row for your magnifying glass).

Jeweler's Loupe, Stone Feather

It might be possible to place more than one resource before you next move the research token. In that case, you will gain them all at once.

For *Jeweler's Loupe*, don't forget that researching a temple tile counts as researching with your magnifying glass.

Dark Statuette

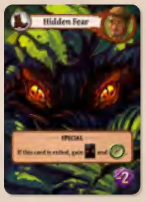


Set your hand aside and look through your deck. Choose up to 2 cards that are not *Fear* cards and add them to your set-aside hand. Of the cards that are left, put each *Fear* card back into your deck and the rest into your play area. You cannot play free actions until you have finished dealing with the cards you are looking at.

Miner's Helmet

For example, if the site tile says , you just gain the and – you take no *Fear* cards. *Miner's Helmet* only applies to site tiles; it can't prevent from guardians or encounter cards.

Hidden Fear



This card from the *Expedition Leaders* expansion is considered a card for effects like those found on *Cursed Coin* and *Dark Statuette*.

look at: This means the same thing that "draw up to" meant in the original game.

spent / unspent boon: If your guardian is face down, its boon is spent. This is the same as saying the boon "has been used." If your guardian is face up, its boon is unspent. This is the same as "unused" or "usable."

opponent: In a standard game, a site occupied by an opponent means a site occupied by another player. In a two-player cooperative game, only the rival is an opponent.

another player: In a two-player cooperative game, either your rival or your fellow player can be considered "another player."

gain : When you gain an artifact from the card row, this is the same as buying it without paying the cost. However, if the artifact is gained to your hand or to your deck, you do not perform its effect.

ignoring any : Yes, this encounter card effect lets you relocate to an already occupied site!

rightmost site: The site.

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KEEP EXPLORING

There's much left to discover!
Follow the link below for explanation videos, designer diaries, art progress, and more.

www.cge.as/explore-arnak

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New Icons Used in This Expansion

Take the card and place it on top of your deck. (You do not resolve the card's effect.)

You may draw the bottom card of your deck. If your deck is empty, then this has no effect.

You may choose any guardian you have overcome whose boon has already been used. Flip it face up to make its boon usable again.

Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

Use one of your assistants, but instead of resolving its effect, gain the depicted tokens. If the assistant's effect has a cost (such as) ignore that cost.

Activate any site.

Activate any discovered level site.

On the Waterfall Temple, this is a reminder to choose one of the hidden sites, activate it, remove it, and return it to the bottom of the regular stack.

Use the effect of any face-up idol on the board. If there are no face-up idols, then this has no effect.

On Chapter Six encounter cards, this means you gain a face-down idol, one of those left over after setup.

Use the effect on the silver side of one assistant available on the supply board.

Use the effect on the gold side of one assistant available on the supply board.

Draw and evaluate an encounter card from the indicated chapter.

To resolve this idol's effect, take one of the 2-point temple tiles from any of the three stacks.

To pay this cost, exile an artifact from your hand or play area.

Place an unused idol on an empty pedestal to perform its depicted effect.

Don't Forget!

- If an effect generates a travel value that you cannot use immediately, you may still use it at any time before the end of your turn.
- If you have to draw from a deck that is out of cards or a stack that is out of tiles, you simply do not draw. (Exception: When you can't draw from the *Fear* deck, you take a fear tile.)
- If you play a card effect that lasts the entire round, it will last the entire round even if the card is in exile.